

Having thus described the invention, what is claimed is:

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1. An apparatus for playing various competitive card games simulating wrestling matches, the apparatus comprising a plurality of playing cards, each card representing a specific wrestler and having indicia thereon representing various information about the wrestler, the information on the cards is used and compared during the playing of the competitive card games to determine a winner of the card games.

2. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the information on each card includes an image of a specific wrestler thereon.

3. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the information on each card includes a ranking of the specific wrestler represented thereon.

4. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the information on each card includes a rating of total amount of punishment of the specific wrestler represented thereon can sustain.

5. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 4, wherein the information on each card includes a rating of punishment of each move of the specific wrestler represented thereon can inflict on an opponent.

6. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the information on each card includes a rating of

punishment of each move of the specific wrestler represented thereon can inflict on an opponent.

7. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the information on each card includes statistics of the specific wrestler.

8. An apparatus for playing various competitive card games simulating wrestling matches in accordance with claim 1, wherein the statistics are chosen from a group consisting of height, weight, number of titles, bicep/tricep size, chest size and crowd appeal.

9. A method for playing various competitive card games simulating wrestling matches, the method comprising the steps of:

(a) providing a plurality of playing cards, each card representing a specific wrestler and having indicia thereon representing various information about the wrestler, the plurality of playing cards being separated into a number of stacks corresponding to players playing the game;

(b) selecting a card from the stack of each player; and

(c) comparing information on the selected cards to determine a winner of the card game.

10. A method for playing various competitive card games simulating wrestling matches in accordance with claim 9, wherein the information on each card includes an image of a specific wrestler thereon.

11. A method for playing various competitive card games simulating wrestling matches in accordance with claim 9, wherein the information on each card includes a ranking of the specific wrestler represented thereon.

12. A method for playing various competitive card games simulating wrestling matches in accordance with claim 11, wherein the rankings of the wrestlers represented on the selected cards are compared and the player with the card having the lowest ranking wins the cards of the other players.

13. A method for playing various competitive card games simulating wrestling matches in accordance with claim 9, wherein the information on each card includes a rating of total amount of punishment of the specific wrestler represented thereon can sustain.

14. A method for playing various competitive card games simulating wrestling matches in accordance with claim 13, wherein the information on each card includes a rating of punishment of each wrestling move of the specific wrestler represented thereon can inflict on an opponent.

15. A method for playing various competitive card games simulating wrestling matches in accordance with claim 14, wherein the comparing step includes each player sequentially selecting wrestling moves to be performed from the selected card of the player and subtracting the ratings of punishment of the selected wrestling moves from the ratings of total amount of punishment of the selected card of the other player until one of the players depletes the total amount of punishment of the other player.

16. A method for playing various competitive card games simulating wrestling matches in accordance with claim 9, wherein the information on each card includes a rating of punishment of each move of the specific wrestler represented thereon can inflict on an opponent.

17. A method for playing various competitive card games simulating wrestling matches in accordance with claim 9, wherein the information on each card includes statistics of the specific wrestler.

18. A method for playing various competitive card games simulating wrestling matches in accordance with claim 17, wherein the statistics are chosen from a group consisting of height, weight, number of titles, bicep/tricep size, chest size and crowd appeal.

19. A method for playing various competitive card games simulating wrestling matches in accordance with claim 18, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards

are compared and the player with the card having the highest statistic wins the cards of the other players.

20. A method for playing various competitive card games simulating wrestling matches in accordance with claim 17, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards are compared and the player with the card having the highest statistic wins the cards of the other players.

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